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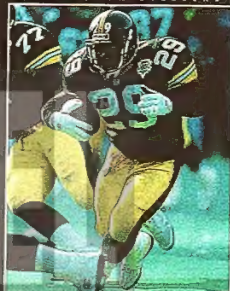
Sterling Sharpe ..... PINNACLE

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NEW ORLEANS SAINTS



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BITTEN BY A RADIOACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID! ARMED WITH HIS WONDROUS WEB-SHOOTERS, THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

Stan Lee PRESENTS: **THE AMAZING SPIDER-MAN®**



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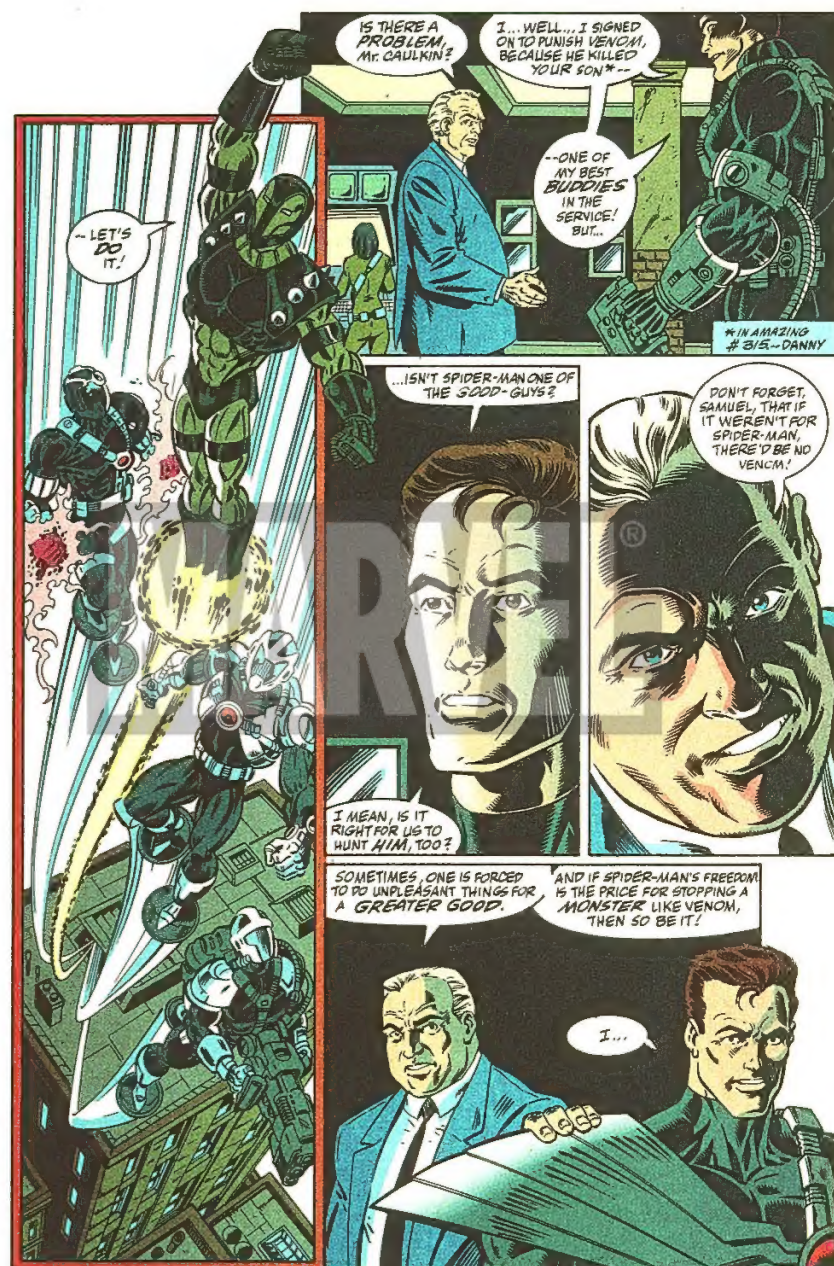
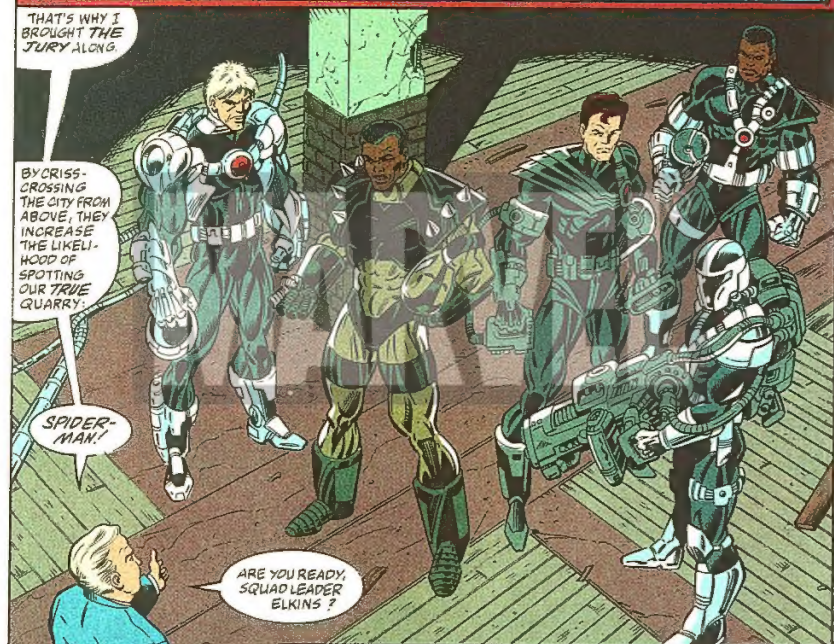
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FINGEROTH  
EDITOR

TOM  
DEFALCO  
EDITOR IN CHIEF

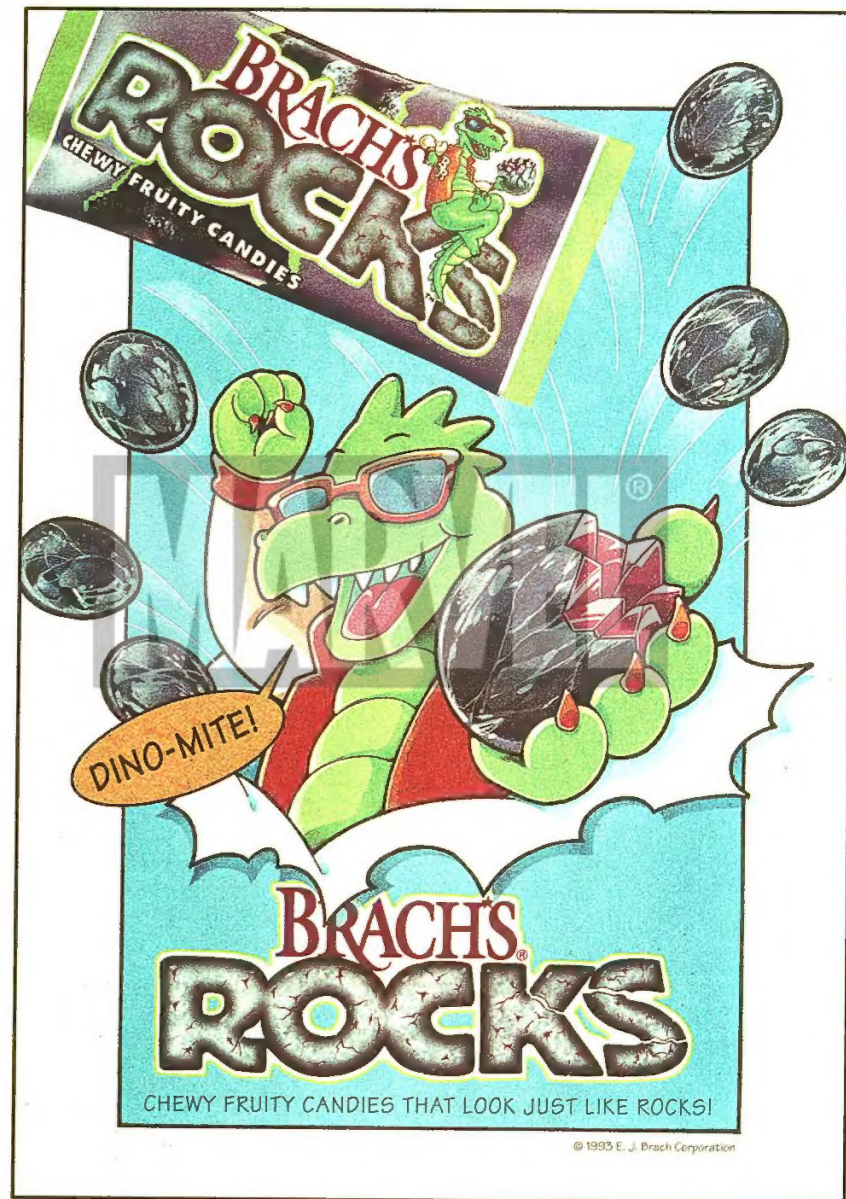
THE AMAZING SPIDER-MAN® Vol. 1, No. 363, November, 1993. (ISSN #0274-5232) Published by MARVEL COMICS, Terry Stewart, President, Stan Lee, Publisher, Michael Hobson, Group Vice President, Publishing. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly. Copyright © 1993 Marvel Entertainment Group, Inc. All rights reserved. Price \$1.25 per copy in the U.S. and \$1.50 in Canada. Subscription rate for 12 issues: \$15.00 U.S.; Canadian subscribers must add \$9.00 for postage and GST. GST #R127032852. Foreign: \$27.00. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. THE AMAZING SPIDER-MAN (including all prominent characters featured in the issue and the distinctive likenesses thereof) is a trademark of MARVEL ENTERTAINMENT GROUP, INC. POSTMASTER: SEND ADDRESS CHANGES TO: THE AMAZING SPIDER-MAN, c/o MARVEL COMICS, 9TH FLOOR, 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Printed in the U.S.A.

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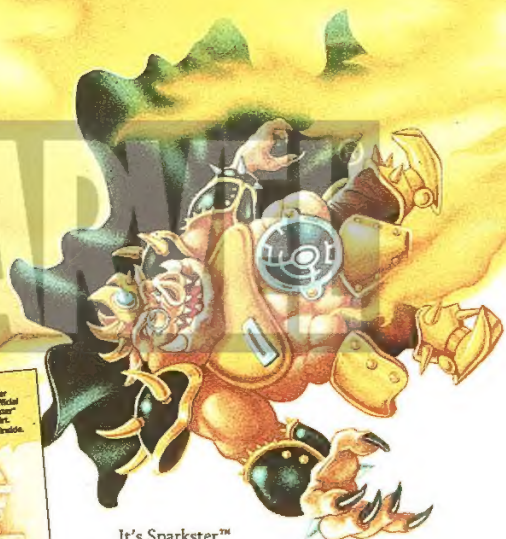




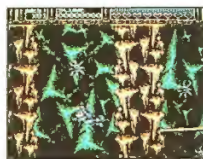
**WHEN CONFRONTED  
WITH DANGER  
OPOSSUMS WILL OFTEN  
PLAY DEAD...**



# THIS ONE GOES



It's Sparkster™ the Rocket Knight, the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures™** for Sega™ Genesis™. And he's got pumped up personality, warp speed and quick wits.



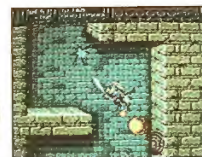
Konami Game Hint and Tip Line: 1-900-896-HINT (4468). 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Rocket Knight Adventures™ is a trademark of Konami (America) Inc. © Sparkster is an official Konami character and all rights are reserved. Konami is a registered trademark of Konami Co. Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.



# BALLISTIC.



Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.

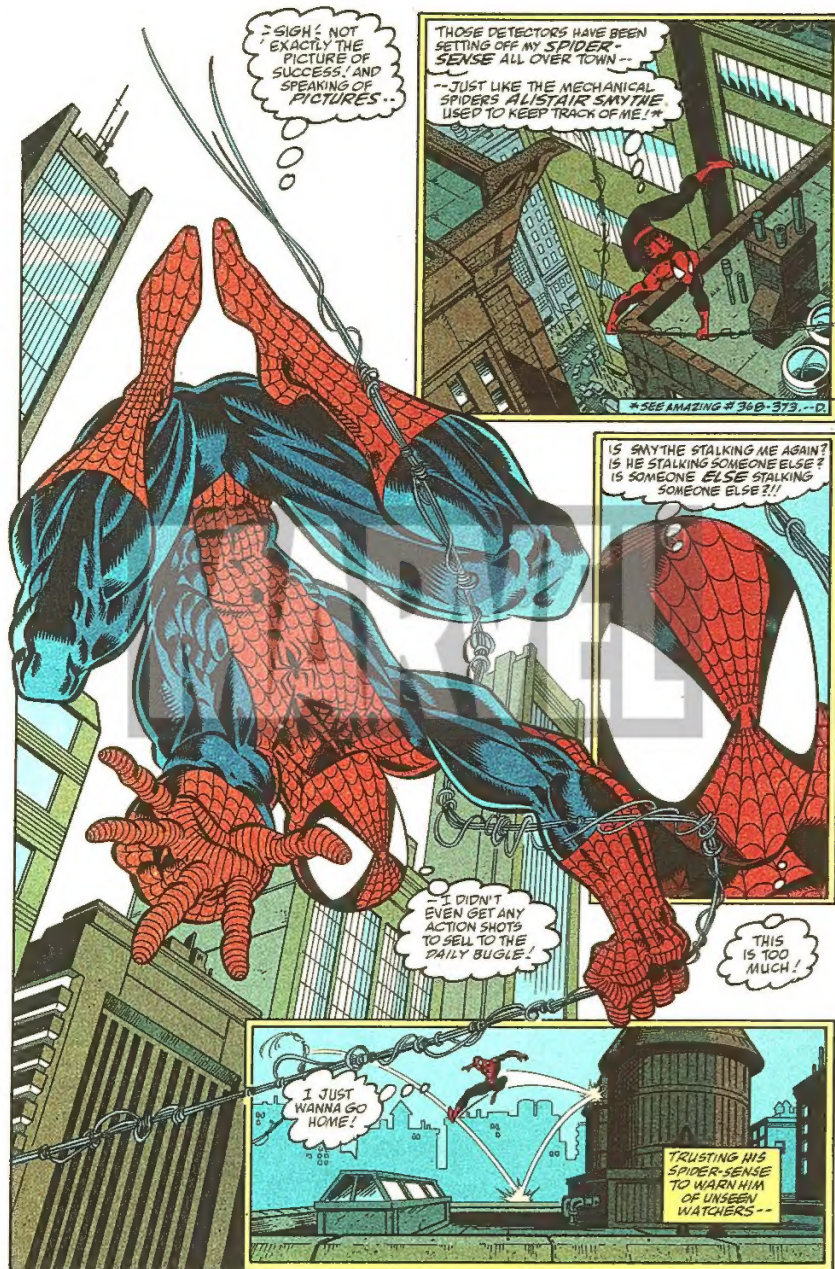


You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.

That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous. **KONAMI™**











JOHNNY CAGE'S  
SHADOW KICK!



FINISH HIM!



GORO LIVES!



YOUR FAVORITE  
KOMBAT WARRIORS!



GAME BOY<sup>®</sup>

GAME GEAR<sup>™</sup>

GENESIS<sup>™</sup>

SUPER NES<sup>™</sup>

The most anticipated game of the year is now at Kmart<sup>®</sup>! From the incredible Kombat Warriors to the grueling endurance and intense mirror matches, the #1 arcade smash explodes on SNES<sup>®</sup>, Game Boy<sup>®</sup>, Genesis<sup>™</sup> and Game Gear<sup>™</sup>! So for bone-shattering action and ferocious finishing moves, it's Kmart<sup>®</sup> for MORTAL KOMBAT<sup>™</sup>!

Mortal Kombat<sup>®</sup> is a trademark of and licensed from Midway<sup>®</sup> Manufacturing Company © 1992. All rights reserved—used by permission. Nintendo<sup>®</sup>, Super Nintendo Entertainment System<sup>®</sup>, Game Boy<sup>®</sup> and the official seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Screen shots shown are from Super NES<sup>®</sup> format. Game Boy<sup>®</sup> and Game Gear<sup>™</sup> versions feature six Mortal Kombat<sup>®</sup> warriors. © 1993 Acclaim Entertainment, Inc.

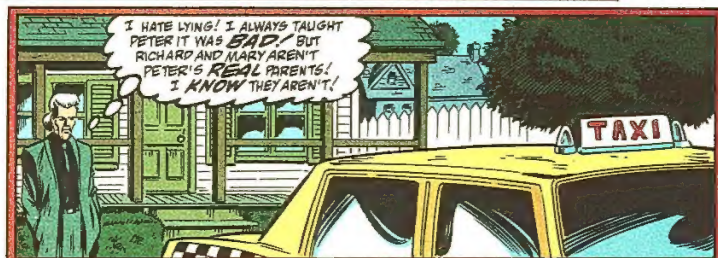
### Available at Kmart<sup>®</sup>



\*SEE SPECTACULAR #205-D







THAT DETECTIVE I HIRED TO INVESTIGATE THEM FOUND NOTHING AMISS... BUT **SOMETHING'S** WRONG!

SOLENNLY, MAY PARKER TAKES HER OWN CAB TO MANHATTAN.



WHILE AT THAT BOROUGH'S EMPIRE STATE UNIVERSITY...



THEN I HAVE TO STOP **CARNAGE** FROM TURNING NEW YORK INTO ONE BIG SLAUGHTERHOUSE!

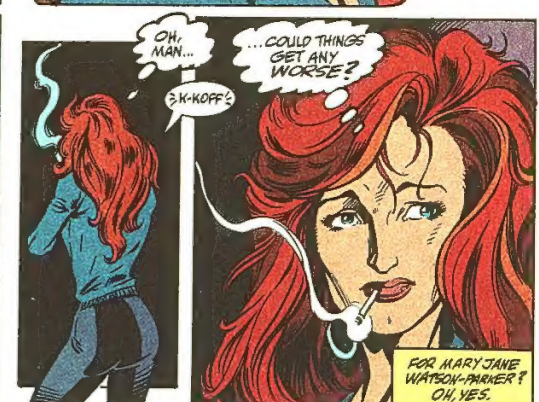
AFTER WHICH, THE **HULK** SHOWS UP FOR A RUMBLE! \*

EVEN MARY JANE'S HAVING TROUBLE KEEPING HER ACTING JOB ON THAT SOAP OPERA!

THERE'S SO MUCH I CAN'T CONTROL!











BUT AS NIGHT FALLS--

--THINGS ARE ABOUT TO WORSEN MUCH SOONER FOR HER WEB-SWINGING HUBBY.



WE'VE GOT 'IM! SECTOR TWELVE! TRIANGULATION GRID PRINTING OUT NOW!

THEN HE'S NOT PERFECT! HE MISSED ONE OF THE WATCH UNITS!



HAVE THE JURY CONVERGE ON THOSE CO-ORDINATES IMMEDIATELY!



WHILE AT THOSE COORDINATES...

TOOK WILL POWER TO IGNORE MY SPIDER-SENSE --

--TO LET MYSELF BE SPOTTED BY THAT DEVICE!

BUT IF I CAN NAB WHAT COMES TO NAB ME, THEN MAYBE I CAN GET SOME ANSWERS.



'COURSE, I COULD'VE CALLED THE FANTASTIC FOUR TO HELP, BUT... NAAAAH! HOW DANGEROUS COULD IT BE?

NO ONE'S GONNA SEND A WHOLE ARMY AFTER LITTLE OL' ME!



AH-HA! SPIDER-SENSE TINGLING!

AND THE SOUTH?

SOMETHING COMING IN FROM THE NORTH!

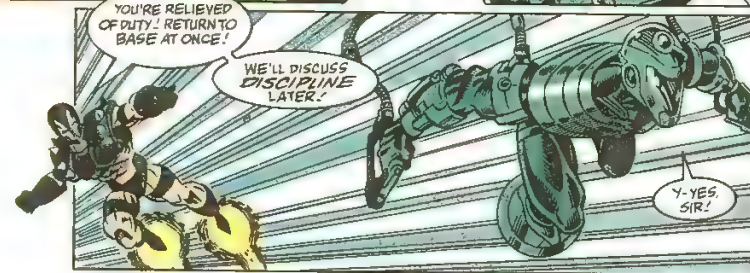
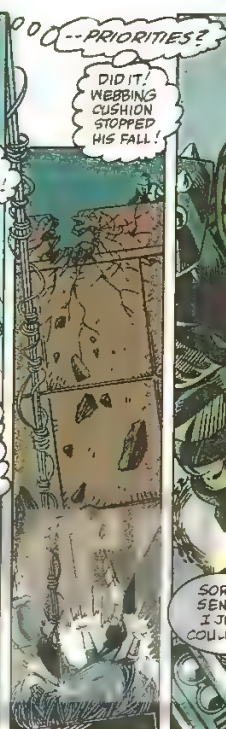
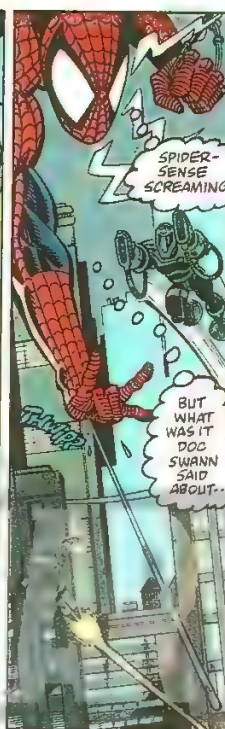
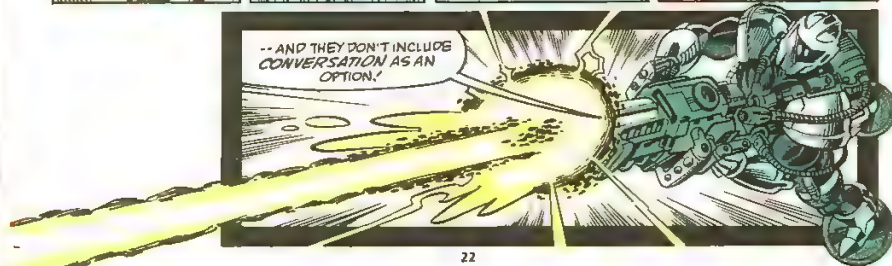
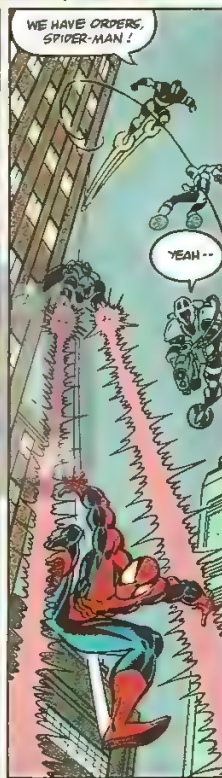
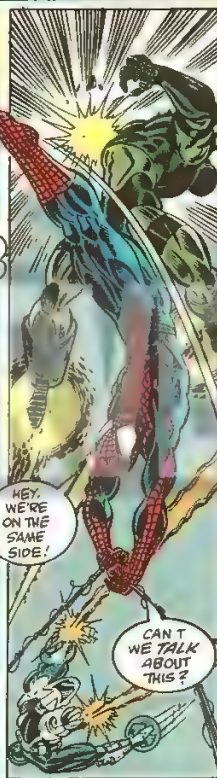
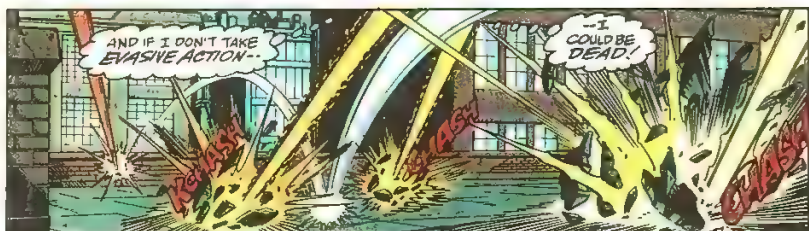


WHHHH, THAT CRACK ABOUT NO ONE SENDING AN ARMY?











# BULLPEN BULLETINS

## TOM TALKS

People often accuse Marvel of producing too many comic books. They say that no one can afford all our terrific titles.

I guess that's a compliment. After all, no one cares about missing comics they don't enjoy.

Unfortunately, these complaints have some validity, and it's high time I explained the method to our madness. We love each and every one of you. Without our loyal fans, Marvel Comics couldn't exist. We produce the very best comics we can because we know that's the secret to entertaining you. We also know that your tastes are always changing, and that you're always looking for something new.

That's why we're constantly experimenting with unusual storylines, off-beat concepts, and wild new directions for our established titles ... as well as continually offering you a selection of all-new, all-different comic books.

I don't want you to think that we'd ever intentionally put quantity over quality. Unfortunately, not every title comes out as well as envisioned. While we always have our share of major blockbusters, some of these new titles only appeal to a select audience. Others fail to appeal to anyone. Some work. Some don't. That's what happens when you experiment as often as we do.

We also get a real kick out of giving new writers and artists a chance to strut their stuff. Major talents like Mark Bagley, Ron Lim and John Romita, Jr. don't suddenly explode on the scene. They develop over a period of years, involving constant hard work. If our comics line wasn't so big, new talent would never have an opportunity of seeing print.

Sure, I guess we could always play it safe. We could publish proven concepts ... with popular characters ... by top creators. Every title would be a blockbuster, and we'd never have a failure.

But ... what's the fun in that?

Thanks for being there,

*Tom D.*

Tom D.

It was the heat wave of the century! Well, not really, but after overhyping the blizzards of the century a few months back, we felt obligated to do likewise for this past summer's heat blast. The heat wave kicked off on the East Coast in June, with an intensity hotter than all three Infinity crossovers put together! At one point, the heat was so intense, even Iceman worked up a sweat!

Of course, while half the country was melting, the other half was drowning under the most devastating floods since Thor and Storm got together for a rain dance! We asked our flying freelancers how they managed to beat the heat this summer. Here's what they had to say.

Penciler/inker John Czap, currently sticking to your walls in the all-new SPIDER-WOMAN limited series, believes that if an artist can't stand the heat, he should get out of the studio. Sad John, "I went to my girlfriend's house to work, because she's got air-conditioning!"

Other artists never had to set foot outdoors. SPIDER-MAN 2099's inker, Al Williamson, said "I met my deadlines in an air-conditioned studio!" SECRET DEFENDERS penciler Tom Grindberg also stayed safely indoors, "watching my grass turn a pretty crispy shade of brown!" Tom also let slip the secret that he will soon be permanently talking over the penciling chores of WARLOCK AND THE INFINITY WATCH!

Glynis Oliver, who colors X-FACTOR, said her solution to the summer sweater was to go up in a lake! Glynis noted that "All the fans in town sold out. You couldn't buy a fan!" Fortunately here at Marvel, we don't have to buy our fans — we've got enough fans of our comics to keep us cool!

Mike Gustovich, the penciler/inker of the smash AVENGERS limited series, THE TERMINATRIX OBJECTIVE, found the key to staying cool was dressing down. Said Mike, "I drew mostly naked!"

Other artists discovered their own creative concepts in coolness. Inker Keith Williams said "I sat on a very large ice cube inking the very hot WARLOCK CHRON-

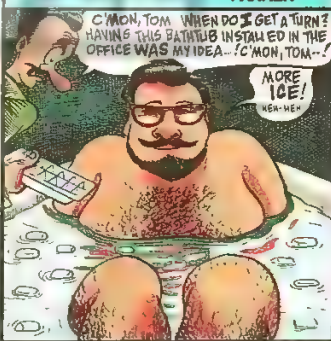
ICLES book!" Penciler Flint Henry, who makes LAW DOG the hottest dog at Marvel, combined the two above answers, noting, "I worked in the buff on a giant block of ice sculpted to look like Modok!" (That Flint really needs to get out more ...)

PUNISHER penciler Hoang Nguyen dodged the heat as easily as Frank Castle dodges bullets. As Hoang put it, "I stayed inside most of the time, trying to cool off with an iced tea!" BIKER MICE FROM MARS penciler Rurik Tyler seems to have overheard, as he queried, "Beat the heat? Is that a new character?"

On the flip side of the country, we found AMAZING SPIDER-MAN inker Randy Emberlin, who was deluged with so much rain this past summer, he qualifies for citizenship in Atlantis! Randy commented, "It was a cold summer! We put the air conditioner in in May, and we didn't use it but once! I think we had maybe one week of sun!"

Just goes to show you that no matter where you live, there's always someone out there with worse weather than you! Finally we have BARBIE writer Lisa Trusiani who offered her own unique solution as to how to beat the heat: "With a stick!" And on that note, we remind you that no matter how hot it gets, Marvel Comics do not melt — not in your mouth, and not in your hands!

## THE BULL'S EYE by RICK PARKER



## HYPELINE: ON SALE THIS WEEK

- ☐ AKIRA TPB #10: Graphic violence, adult themes — this one's got it all!
- ☐ ALPHA FLIGHT #128: Down amongst the dead!
- ☐ AMAZING SPIDER-MAN #383: Avenge — the Jurg!
- ☐ BARBIE #35: You can teach a new puppy plenty of tricks!
- ☐ DARKHOLD #14: Pardon me, have you seen my Monstrocity?
- ☐ GHOST RIDER #43: The secret of Ghost Rider's blazing chain!
- ☐ GUARDIANS OF THE GALAXY #42: Meet Woden, son of Thor!
- ☐ HEAVY HITTERS ANNUAL #1: It will blow you through the back wall!
- ☐ HYPERKIND #3: Make a pact with the devil!
- ☐ LAWDOG VS. GRIMROD #1: Let's see who can hit the heavens!
- ☐ LETHAL FOES OF SPIDER-MAN #3 OF 4: You want to kill Spider-Man? Get in line!
- ☐ MARVEL COMICS #141: With Erik Larsen writing Wolverine!
- ☐ MORBUS REVISTED #4 OF 5: From yesterday — an army of vampires!
- ☐ NIGHT THRASHER #4: Aardwolf is an 'ard word to beat!
- ☐ PSYCHONAUTS #2 OF 4: When

- dinosaurs attack, the Psychonauts will look Jurassic!
- ☐ PUNISHER WAR ZONE #21: DK is 2 mean 2 die!
- ☐ QUASAR #52: Pandemonium at Project: Pegasus with the Geometer!
- ☐ RAVAGE 2099 #12: Guess who can transform into a crazed beast! No, it's not Tom DeFalco!
- ☐ SAVAGE SWORD OF CONAN #215: Conan must break the Living Wind!
- ☐ SECRET DEFENDERS #8: With War Machine, Thunderstrike, and Silver Surfer!

- ☐ SILVER SABLE #18: That slippery symbiote stops by — Venom!
- ☐ SLEEPWALKER #32: Just like Norman Bates... Psycho returns!
- ☐ TERRORISTS #1 OF 4: Hit hard! Hit fast! Hit Heavy!
- ☐ WILD THING #8: Swimming in a Virtual Reality Swamp!
- ☐ WOLVERINE #75: Oh, my achin' adamantium bones...!
- ☐ WONDER MAN #27: Asgardian action!
- ☐ X-FACTOR #96: Guest-starring Forge!
- ☐ X-MEN ADVENTURES #13: Bishop is back ... in time!

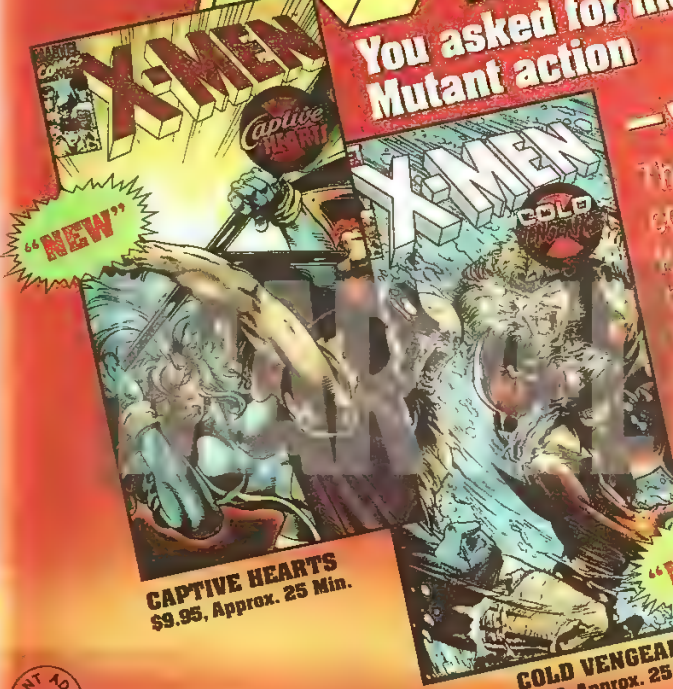
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Mutant action

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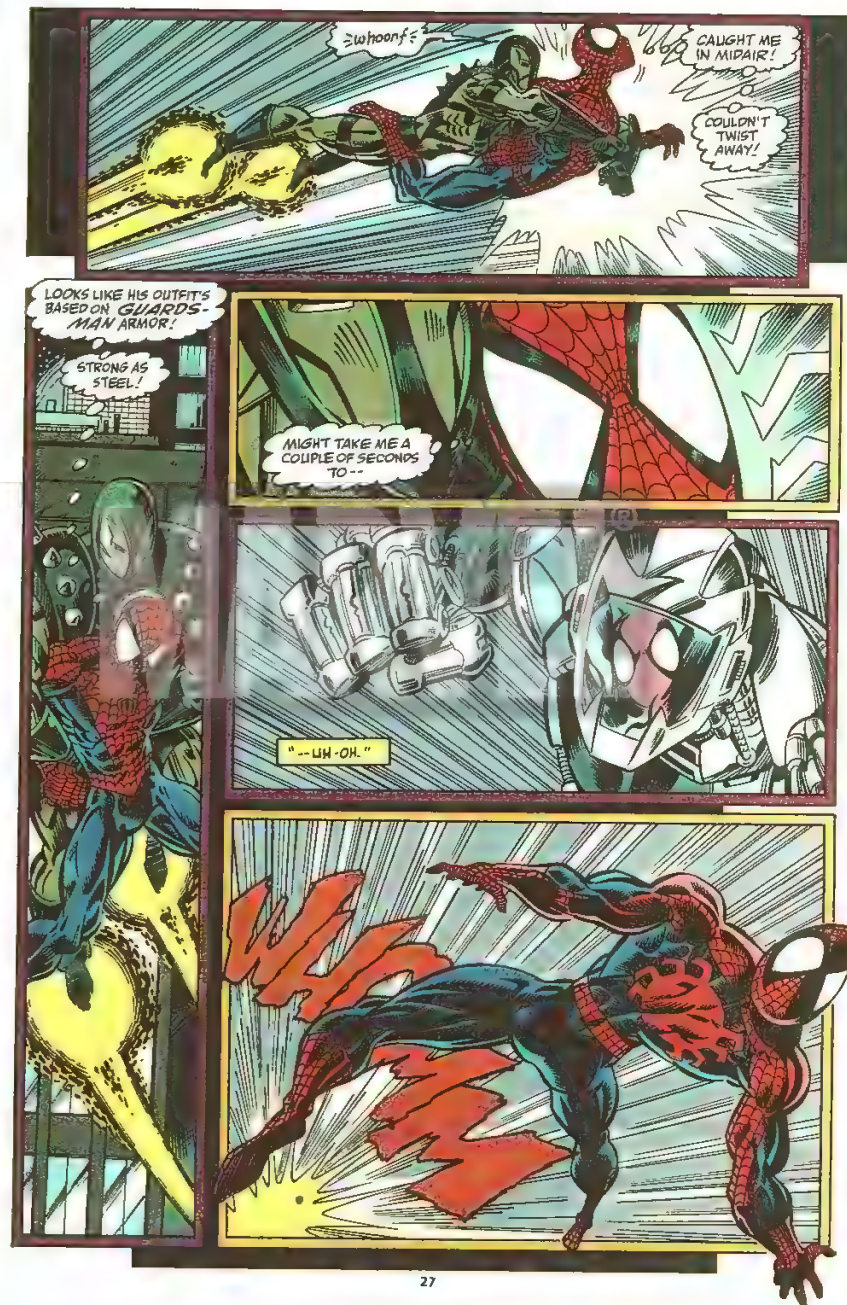
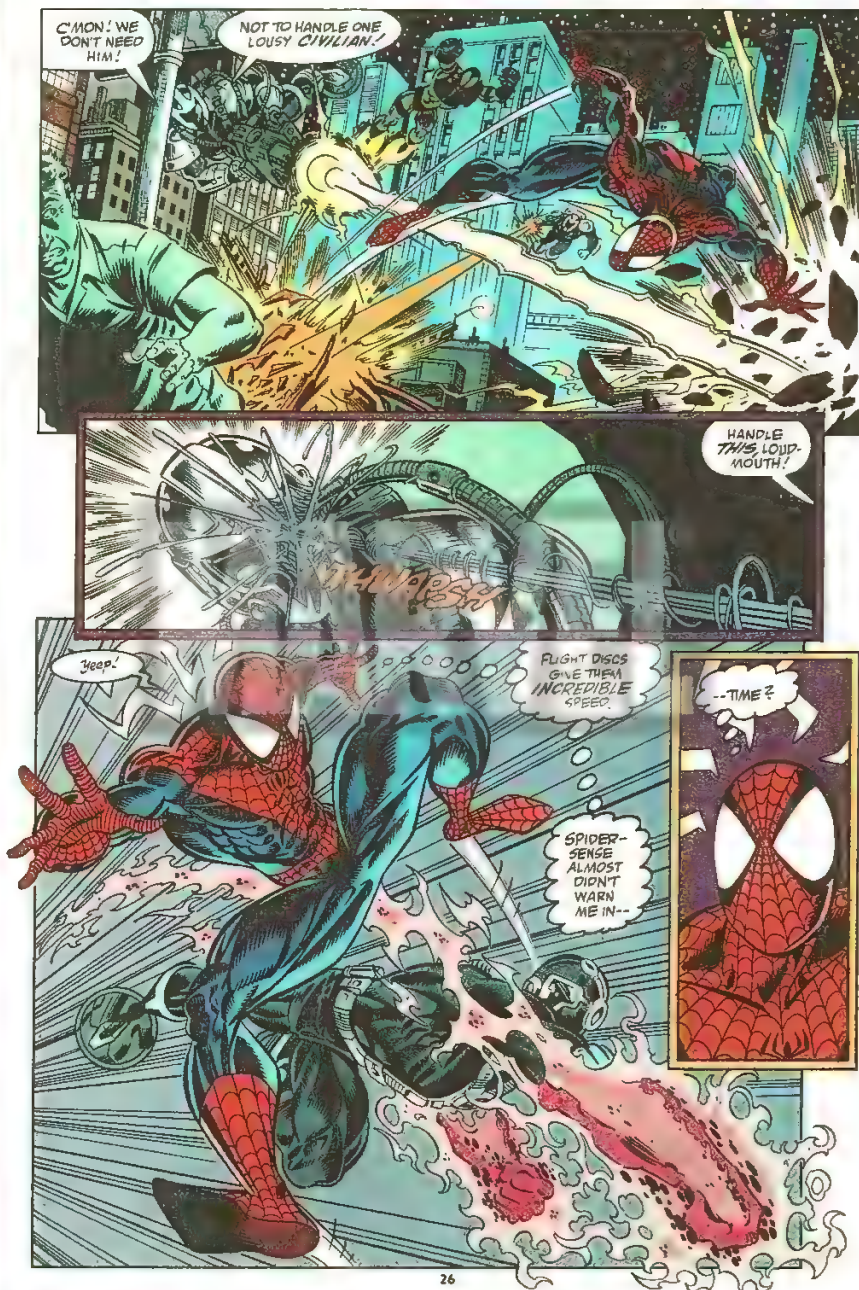
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TOYS

PolyGram Video

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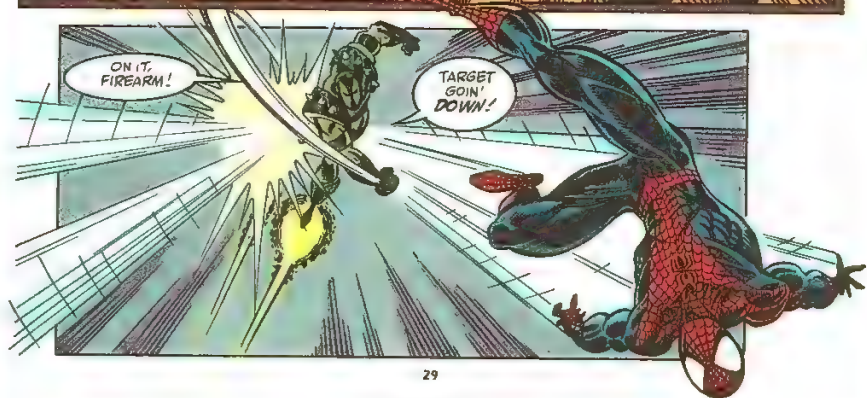
# PARVET IMMORTAL

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack as a bat, a wolf, even an old man! But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.



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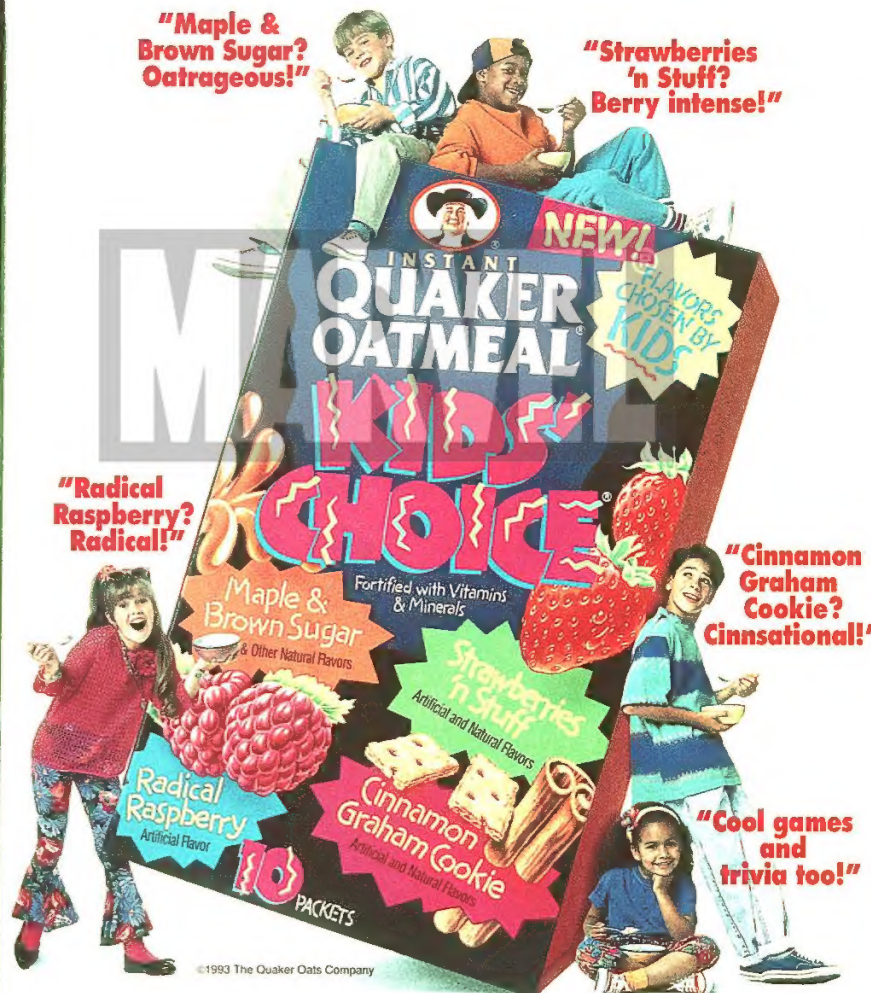
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## AN INSIDE LOOK AT THIS MONTH'S HOTTEST COMICS!

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